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Ilya Baran, Jovan Popović

August 2007 **SIGGRAPH '07**: ACM SIGGRAPH 2007 papers**Publisher:** ACMAdditional Information: [full citation](#),Full text available: [pdf\(3.32 MB\)](#) [mov\(23:19 MIN\)](#)
[abstract](#),
[references](#),
[index terms](#)

Animating an articulated 3D character currently requires manual rigging to specify its internal skeletal structure and to define how the input motion deforms its surface. We present a method for animating characters automatically. Given a static character ...

Keywords: animation, deformations, geometric modeling**Google 3D Warehouse**

Search, share, and store 3D models. Download or submit your own models! [sketchup.google.com](#)

3d Animation

Post Your Resume & Get Noticed. Let Companies Find You on Dice.com [www.Dice.com](#)

22 [Resample hardware for 3D graphics](#)

Koen Meinds, Bart Barenbrug

September 2002 **HWWS '02**: Proceedings of the ACM

SIGGRAPH/EUROGRAPHICS conference on Graphics hardware

Publisher: Eurographics Association
 Full text available: [pdf\(909.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

Texture mapping is a core technology of current real-time 3D graphics systems. To avoid aliasing artifacts, the texture mapping resample process requires proper filtering. We present a new resample algorithm for two-pass forward texture mapping that ...

Architectural Renderings

renderings, animations, virtual tours, scale models [www.global3darts.com](#)

23 [Information visualization tutorial](#)

Nahum Gershon, Stuart Card, Stephen G. Eick

May 1999 **CHI '99**: CHI '99 extended abstracts on Human factors in computing systems**Publisher:** ACM
 Full text available: [pdf\(157.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[cited by](#)
3d Modeling

Learn About The Art Institutes' Web Design & Interactive Media Program. [www.ArtInstitutes.edu](#)

Visual representation of information requires merging of data visualization methods, computer graphics, design, and imagination. This course describes the emerging field of information visualization including visualizing retrieved information from large ...

Keywords: WWW, information visualization, interaction, perception, usability, visualization, world wide web

24 Visualizing high dimensional datasets and multivariate relations (tutorial



AM-2)

Alfred Inselberg

August 2000 **KDD '00**: Tutorial notes of the sixth ACM SIGKDD international conference on Knowledge discovery and data mining

Publisher: ACM

Full text available: pdf(2.78 MB) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

25 Introductory tutorial on coevolution



Edwin D. de Jong, Kenneth O. Stanley, R. Paul Wiegand

July 2007 **GECCO '07**: Proceedings of the 2007 GECCO conference companion on Genetic and evolutionary computation

Publisher: ACM

Full text available: pdf(573.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This tutorial is designed to introduce coevolution to those with a working familiarity with evolutionary computation. The tutorial begins by providing some basic background into what coevolution is and how it has been historically employed. The fundamental ...

Keywords: coevolution, evolutionary computation, introductory tutorial

26 Power analysis of mobile 3D graphics

Bren Mochocki, Kanishka Lahiri, Srihari Cadambi

March 2006 **DATE '06**: Proceedings of the conference on Design, automation and test in Europe: Proceedings

Publisher: European Design and Automation Association

Full text available: pdf(206.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

The world of 3D graphics, until recently restricted to high-end workstations and game consoles, is rapidly expanding into the domain of mobile platforms such as cellular phones and PDAs. Even as the mobile chip market is poised to exceed production of ...

27 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan

August 2004 **SIGGRAPH '04**: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)


Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find ...

28 An introduction to Java3D (tutorial presentation)

Genevieve Orr

January 2001 **CCSC '00: Journal of Computing Sciences in Colleges**,
Volume 16 Issue 2

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  [pdf\(13.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Java3D is a top-down approach for building 3D interactive programs which run in a web browser or as stand-alone applications. Built on top of the Java programming language, it uses a scene graph hierarchy as the basic structure. Various geometrical representations, ...


29 An improved interface for tutorial dialogues: browsing a visual dialogue history



Benoît Lemaire, Johanna Moore

April 1994 **CHI '94: Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**

Publisher: ACM

Full text available:  [pdf\(941.70 KB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#),
[index terms](#)

Keywords: dialogue history, information visualization, tutorial interactions


30 Rapid controlled movement through a virtual 3D workspace



Jock D. Mackinlay, Stuart K. Card, George G. Robertson

September 1990 **SIGGRAPH '90: Proceedings of the 17th annual conference on Computer graphics and interactive techniques**

Publisher: ACM

Full text available:  [pdf\(687.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[cited by](#), [index terms](#)

Computer graphics hardware supporting real-time interactive 3D animation has the potential to support effective user interfaces by enabling virtual 3D workspaces. However, this potential requires development of viewpoint movement techniques that support ...

31 Principles of traditional animation applied to 3D computer animation




John Lasseter

August 1987 **SIGGRAPH '87: Proceedings of the 14th annual conference on Computer graphics and interactive techniques**

Publisher: ACM

Additional Information: [full citation](#), [abstract](#), [references](#),

Full text available:  [pdf\(1.21 MB\)](#)

[cited by](#), [index terms](#)


This paper describes the basic principles of traditional 2D hand drawn animation and their application to 3D computer animation. After describing how these principles evolved, the individual principles are detailed, addressing their meanings in 2D hand ...

32 Introducing 3D modeling and animation into the course curriculum

Paige H. Meeker


January 2004 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 3

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  [pdf\(168.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

As students are entering our schools with more and more computing experience, there has been an increased interest in the area of computer graphics. However, many students do not understand the complicated mathematics behind computer graphics. Fortunately, ...


33 Multimedia tutorials in an academic environment (video)

 John D. Farquhar, Luke Kempster, Uma Nadarajan, Gayle J. Yaverbaum
January 1995 **MULTIMEDIA '95: Proceedings of the third ACM international conference on Multimedia**


Publisher: ACM

Additional Information: [full citation](#), [index terms](#)

34 Stencils-based tutorials: design and evaluation

 Caitlin Kelleher, Randy Pausch
April 2005 **CHI '05: Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM

Full text available:  [pdf\(481.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[cited by](#), [index terms](#)

Users of traditional tutorials and help systems often have difficulty finding the components described or pictured in the procedural instructions. Users also unintentionally miss steps, and perform actions that the documentation's authors did not intend, ...


Keywords: interaction technique, transparent overlay, tutorials, user interface design

35 3D video games: no programming required

Erik L. Wynters

January 2007 **Journal of Computing Sciences in Colleges**, Volume 22 Issue 3

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  [pdf\(410.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

An approach to teaching a one-semester introductory course in making video games is described. Its focus is on designing and creating game levels and custom content for a popular commercial game. This approach can be used with computing majors, art majors, ...

36 Some problems associated with interactive graphics in computer mediated tutorials



J. C. Weber, D. J. Linden, W. W. Frayer, W. D. Hagamen

March 1972 Proceedings of the 1972 SIGGRAPH seminar on Computer graphics in medicine

Publisher: ACM

Full text available: pdf(949.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Whether one is talking about the verbal or graphic aspects of a computer mediated tutorial, there are two prime considerations. (1) How easy is it for the medical teacher to input the information? (2) How closely does the interaction with the student ...

37 Proceedings of the eleventh international conference on 3D web technology



Denis Gracanin

April 2006 proceeding

Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

This volume contains the papers accepted for the Web3D 2006 Symposium on 3D Web Technologies, which was held for the first time on the East Coast, in Columbia, Maryland. The papers cover a wide range of 3D web related topics, from behavior and semantics ...

38 A tutorial on developing a computer-controlled camera system



Neil Sullivan, C Durward Rogers, Stephen Daniel

February 1986 **ACM SIGGRAPH Computer Graphics**, Volume 20 Issue 1

Publisher: ACM

Full text available: pdf(982.82 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A research organization or graphics house often has a need for custom pictures for presentations or other purposes. These pictures may be prohibitively expensive, if not impossible to create, if they are produced by a commercial art firm. For groups ...

39 Tools for 3D graphics: tutorial presentation

Richard Simpson

April 2007 **Journal of Computing Sciences in Colleges**, Volume 22 Issue 4

Publisher: Consortium for Computing Sciences in Colleges

Full text available: pdf(80.81 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The purpose of this tutorial is to introduce those attending to the advantages and use of 3D support freeware/shareware in their 3D graphics classes. The following applications will be discussed (with an emphasis placed on the modeling and animation ...

40 Exploring visual feedback of change conflict in a distributed 3D



environment

Mark S. Hancock, John David Miller, Saul Greenberg, Sheelagh Carpendale
May 2006 **AVI '06**: Proceedings of the working conference on Advanced visual
interfaces

Publisher: ACM

Full text available:  [pdf\(414.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

Teams that are geographically distributed often share information both in real-time and asynchronously. When such sharing is through groupware, change conflicts can arise when people pursue parallel and competing actions on the same information. This ...

Keywords: asynchronous, change conflict, distributed collaboration, divergence, synchronous, visual feedback

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